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CONQUERING WORLDS ™

by
Walter
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Unite the galaxy by conquering 32 star systems and their planets! On-screen commands let you select the worlds to attack, control or avoid. A strategy game with high action!

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BEGINNING THE SIMULATION

You will be prompted for information when necessary, most requests are pretty straight-forward. Almost all requests list options to choose from and require just a single keystroke response. The command and arcade screens are the exceptions. (They don't list options.)

In most instances, <ESC> will return you from a particular request and <RETURN> most often will assume you want the default value—usually found flashing after the request.

If at any time you are not sure what to key, try it! Try various things. You can't hurt the computer or the game. If the response isn't acceptable, the computer will tell you so or, at the very least, ignore you.

You can use the space bar, back space key, and the RETURN key when entering the number of stars, or ships or the name of a player.

REQUESTS

This simulation allows you to play in a galaxy of 4 to 32 star systems where each star has 2 to 8 planets in orbit. Each planet has a limited number of minerals to be extracted. At the beginning of each player's turn (10 years elapsed game time) those resources are used to construct new ships. More materials can be extracted from the star and used for shipbuilding if the star system is completely under your control, i.e. you control all planets.

If you want the robot race to play, respond with a yes when asked if the computer is playing. The supreme commander of the robot forces is called "CITON." It will automatically select its own course of action and strategy.

After all players are satisfied with the way their names are spelled, the color they've chosen, etc, the galaxy, stars, planets, and ships are built. A player is randomly chosen to start the game. The computer displays the original star system, sets the timer, and waits for a command. When played on the high level, the computer waits 12 minutes before it begins to decrement the timer, otherwise it will wait for a valid command to be entered.

GAME PADDLE NOTES

This simulation uses paddle number two or the up-down position of a joystick. The program checks the paddle or joystick positions and determines the position of the laser cannon on the screen. Either of the paddle buttons will fire the laser cannons.

KEYBOARD ARCADE NOTES

Initially, the game is set to play a keyboard arcade until changed by the players. During battle any of the movements or firing keys are self-repeating. They will repeat until you press another key.

COMMAND DESCRIPTIONS

A **Arcade switch—**This command flips the switch the opposite way then displays the status of the switch. When a battle occurs, if the switch is "on" the battle is fought using the game paddles or joystick. (See "Arcade Commands.") If "off", the computer will determine who won the battle and display the appropriate message.

B **Base change—**This command will change your base for you when your current base has only one ship left. A list of options appears which tells you to which planets in that system you can transfer, the surrounding star systems that have been explored and your option to teleport to another planet you control.

Commands

A list of commands and their descriptions follow:

Command	Action
Execution Commands	
A	Arcade switch
B	Base change
C	Catalog planet data
D	Down (conditional warp move)
E	East (conditional warp move)
F	File the game
G	Galaxy mapping
H	Halt the game
I	Interstellar move (absolute)
J	Joystick or paddle controlled arcade
K	Keyboard controlled arcade
L	Level change
M	Move to a planet (absolute)
N	North (conditional warp move)
O	Operate local scanners
P	Planet transfer (ships only)
R	Request computer's move
S	South (conditional warp move)
T	Transfer by warp (ships only)
U	Up (conditional warp move)
V	Verify planets controlled screen
W	West (conditional warp move)
X	Exit the game
1–8	Move to planet (conditional)
*	Next player
?	Help Screen

Arcade Commands	
Command	**Action**
ESC	End (abort) the attack
E	End arcade battle
H	Halt the battle (temporary)
S	Sound switch
?	Help screen
J	Joystick or paddles
K	Keyboard
X	Up cannon, left hand
Z	Down cannon, left hand
.	Up cannon, right hand
,	Down cannon, right hand
Space bar	Fire cannons

ESC   **End (abort) the attack**—This command ends the battle. The attacker keeps any ships left after aborting as does the defender. The defender retains control of the planet.

E   **End arcade battle**—This command ends the arcade battle and allows the computer to determine who will win or lose.

S   **Sound switch**—This command flips the switch that controls the sound from on to off or from off to on.

?   **Help screen**—This command displays a screen listing of all the arcade options. Note: This command halts the battle without the possibility of timeout.

J   **Joystick or paddles**—Allows you to fight your battles using the joystick or paddles. (See "Game Paddle Notes.")

K   **Keyboard**—Allows you to fight your battles with the keyboard. (See "Game Paddle Notes.")

X   **Up cannon (left hand)**—In the keyboard arcade, this command moves the laser cannons up. (See "Keyboard Arcade Notes.")

Z   **Down cannon (left hand)**—In the keyboard arcade. this command moves the laser cannons down. (See "Keyboard Arcade Notes.")

    Up cannon (right hand)—Same as "X".

    Down cannon (right hand)—Same as "Z".

Space bar   **Fire cannons**—Fires the cannons in either keyboard or joystick/paddle mode. (See "Keyboard Arcade Notes.")

SUMMARY

These are only a few tactics and rules for running this simulation. There are many more strategies (and a few more surprises) to be discovered. The possibilities are unlimited. Explore different avenues and enjoy!!

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